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Reactor: An Object Behavioral Pattern for Concurrent Event **Demultiplexing and Dispatching (1995)** (Make Corrections) (131 citations) Douglas C. Schmidt

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Abstract: Factory design patterns [9]), and advanced operating system mechanisms (such as explicit dynamic linking and multi-threading [10]). 9 Sample Code The following code illustrates an example of the Reactor object behavioral pattern. The example implements a portion of the logging server described in Section 2. This example also illustrates the use of an object creational pattern called the Accepter (described in [7]). The Accepter pattern decouples the act of establishing a connection from the... (Update)

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...Gateway as a single1 threaded reactive state machine that uses asynchronous network I O. This design typically combines the Reactor pattern [3], non blocking sockets, and a set of message queues (one per Output Handler) The Reactor pattern and the non blocking sockets provide...

.... patterns are useful for documenting the structure and participants in common communication software micro architectures like Reactors [10], Active Objects [11] and Brokers [12] These patterns are generalizations of object structures that have been used successfully to...

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D. C. Schmidt, "Reactor: An Object Behavioral Pattern for Concurrent Event Demultiplexing and Event Handler Dispatching," in Pattern Languages of Program Design (J. O. Coplien and D. C. Schmidt, eds.), pp. 529-545, Reading, MA: AddisonWesley, 1995. http://citeseer.csail.mit.edu/schmidt95reactor.html

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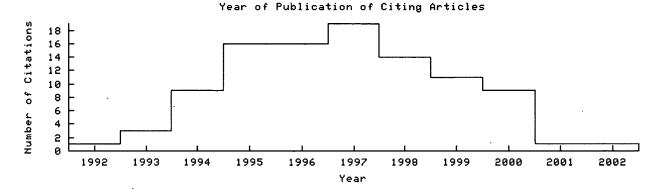
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